Steampunkfitters RPG

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Steampunk

Steampunk is all about where technology was going in the 19th century and how it would change society. It doesn't hurt that people had awesome looking clothing and took the time to put artistic flourish in their technology. In the nineteenth century there seemed to be more possible. Every inch of the globe was not documented by cameras on satellites. Electricity was still a primal force barely tamed that could work miracles. Steampunkfitters is about putting the pipes together. Connecting the people with the tech with the power of steam.

Steampunk is different things to different people. There is no one level of technology. There is no defined world that tells us what proper steampunk is or how to identify when it has been done right or wrong. Because of that, Steampunkfitters doesn't set down a single story for the players to follow but provides the tools to start a new world with each new group of characters.

We do know that steampunk involves Victorian design ascetics and combining technology that seemed like it would be right around the corner. Things like airships, clockwork men and perhaps even deathrays were thought to be the next step in technology.

Why The Name Steampunkfitters?

A tradesman that works with steam pipes is called a steamfitter. In this game the players are putting together a story about the steam age with an emphasis on technology breaking through the culture of the day, thus the "punk". Put it all together and you have Steampunkfitters.

A Note on Equality

The Victorian age may be interesting for many reasons but it was not a society of equals. Men had many rights that women did not. Racial inequality was accepted and even reinforced by psudo-scientific ideas. Steampunkfitters is here to present a fun game and great stories. If a group of players wants to include these issues of inequality in their story, merely nod to their existence or completely ignore them to make an enjoyable story then do so. Some may be uncomfortable confronting these issues. Discuss this with your players before hand to see how they want to treat these issues. Since steampunk is in essence an alternate time line, these issues may have been addressed to one extent or another. There is no one world for Steampunkfitters.

What Is An RPG?

RPG stands for Role Playing Game. There are many different ways to play an RPG but the basic concept is that the player guides an imaginary person referred to as a character though an adventure or series of adventures. The common term for a player's character is a Player Character and this convention is used in this game. In the Player Character's adventures, there will be things the player wants their character to do but it is not clear that the character can easily accomplish them. Conflicts between characters is one situation where the outcome is not clear. Steampunkfitters is a diceless game meaning it uses no randomizer to resolve conflicts. The conflicts are resolved by strategy and surprise.

RPGs can be very flexible games, meaning they can be made to do a lot of different things with the same rules. Steampunkfitters is designed to create unique stories of science and adventure in a steampunk atmosphere. The story is almost always different and no one player controls everything. The rules explain how to test if the players can do the things they want, the fact that they cannot assume they will be successful every time ads tension and intrigue to the unfolding story.

Story is very important to an RPG. The rules do not make the story, it is created by the setting and the players. There is one very important job for one player to handle. While the rest of the players have their Player Characters to guide, this one player guides the rest of the story. This player is called the game master (or GM). One of the important jobs the game master has is to decide what the player characters have to do to win each game.

How Do You Win?

In most games there is a set of circumstances that the players have to achieve to win the game but it can change greatly for game to game. In one game the winning conditions may be achieving a goal like getting a difficult to find part that is needed for an invention. Sometimes the goal may be to simply stay alive in a dangerous place. In some games it may be to just have fun.

Character Creation

Player Characters in Steampunkfitters are generated by collecting events that define the character's lives. Each event has an effect on the character, what they know and what they can do. It also creates a backstory for the characters that leads to a more interesting play.

Attributes

An attribute is a way to show how good a character is in one aspect of their lives. There are eight attributes in Steampunkfitters, each one describes a different quality with a number.

Story

All characters in Steampunkfitters has an attribute called Story. This attribute is used to build their character, influence game events and as a damage mechanic. Characters start out with 40 Story Points in this attribute, some of this will be spent building the character by buying events and some should be left over for game play. It's a good idea to leave at least 10 Story Points left after constructing your character.

Intelligence

The Intelligence attribute signifies the character's knowledge and mental training. Intelligence starts at 1.

Will

Will is a measure of the character's physical and mental toughness. It is used to gauge the character's ability to keep going in the face of adversity. Will starts at 1.

Honor

In Victorian society, personal honor is extremely important. Honor defines how a character is received by others. Defining what makes a person honorable depends on the person and their values. Some value breeding and tradition, others may value intellectual rigor and still others may value loyalty and bravery. Society blends their values of what is honorable and how closely the individual lives up to their personal honor code. The Honor attribute gauges how the character is perceived accordingly. Honor starts at 1.

Agility

The Agility attribute is a measure of the character's ability to move quickly with grace and accuracy. Agility starts at 1.

Perception

Perception is how well the character can sense the world around them. Perception starts at 1.

Strength

The physical power of the character is embodied by the strength attribute. Strength starts at 1.

Charm

This attribute represents how well a character expresses themselves. It is a measure of how others perceive the character's personality. Charm starts at 1.

Skills

Characters can have skills that allow them to be more proficient at certain actions. Each skill allows the character to select Methods and Tricks.

Methods and Tricks are the tools that characters have to get tasks done. A Method is something that gives a bonus to actions that the player wants the character to do. A trick is a special rule that allows the character to perform special actions.

Events

Events are things that have either happened to a character or a description of them. The more Events purchased with Story Points usually means that the character is older. Each event has a number of years listed with it that shows how much older it makes them. Some Events have prerequisite Events, meaning they cannot be purchased until the prerequisite Event has been purchased.

Each Event can boost attributes and add Skills to a character.

Core Events

Each player making a character is allowed to pick three main or core events that define their character. These are the events that are the most important in the character's lives. For each core event they get a +1 to one of its Attribute Bonuses and can declare a special piece of equipment (See :Equipment). This attribute bonus is to the player's choosing, they can apply it in a way they find the most interesting. Core events do not cost any more in SP than regular events.

Orphanage 1 SP

The character was put in an orphanage while still young. This has made them tougher but has left emotional scars. 4 Years.
Will +1
Honor -1

Warm Home 3 SP

The character was raised by loving parents helping them be happy and well adjusted. 4 Years.
Intelligence +1
Honor +1

Street Urchin 1 SP

The character took to the streets as a youth and found a way to survive for themselves. 4 Years.
Will +1
Agility +1
Perception +1
Honor -2
Skills
Thief
Begging
Foraging
Knife

Good Upbringing 3 SP

The character had a good upbringing. 4 Years.
Intelligence +1
Honor +1

Circus Life 2 SP

The character was lured away by the adventure of circus life 4 Years.
Strength +1
Agility +2
Skills
Animal Handling
Acrobatics

Educated 3 SP

The character went to school and learned reading writing and arithmetic. 5 Years.
Intelligence +2
Skills
Read & Write
Arithmetic

Miner 3 SP

Gold rushes in Africa or Australia enticed the character to go out and make their fortune in the frontier mining towns. 4 Years.

£500
Strength +2
Skills
Mining
Fisticuffs

Soldier 4 SP

Fighting in the army, either as an enlisted man or an officer. 4 Years.
Strength +1
Honor +1 Duty
Agility +1
Skills
Marksmanship
Fisticuffs
Gunnery

Dragoon 5 SP

Served as mounted calvary in the army. 4 Years.
Required Event: Soldier
Honor +1
Skill
Riding
Swordplay
Tactics

Sailor 4 SP

The character served as a sailor on an ocean going vessel. 4 Years.
Strength +1
Honor +1 Duty
Agility +1
Skills
Navigation
Swimming
Ropes and Knots

Boiler Worker 2 SP

The character worked maintaining boilers. 4 Years.
Strength +1
Skills
Boilers

Clockmaker 3 SP

The character knows how gears, sprockets and cogs work and knows how to make and repair spring mechanisms. 4 Years.
Perception +1
Skills
Clockworks

Tradesman 2 SP

The character has worked as a skilled manual laborer. 4 Years.
Strength +1
Skill
Repair

Brawler 4 SP

Earned a living with his fists and making bets. 4 Years.
Strength +2
Will +2
Intelligence -1
Skills
Fisticuffs

Airship Pilot 4 SP

The character has piloted an airship. 4 Years.

Agility +1
Skills
Airship Piloting

University 4 SP

The character attended university. 4 Years.
Required Event: Educated
Intelligence +2
Skills
Science

Business Man 5 SP

The character is a successful business person. 4 Years.

£500
Skills
Arithmetic

Stage Acting 6 SP

The character has acted on a theater stage. 4 Years.
50 Carte-de-visite (publicity photographs)
Charm +2
Perception +1
Skills
Acting

Pirate 6 SP

The call of the sea and desire for wealth and independence drove this character to piracy. 4 Years.
Required Event: Sailor
Honor -3
Agility +1
Skills
Fisticuffs
Swordplay
Marksmanship
Gunnery

Smuggler 6 SP

Transportation of illegal goods proved too profitable and exciting for the character to resist. 4 Years.
Honor -1
Perception +1
Charm +1
Skills
Thief
Fisticuffs
Marksmanship

Survivalist 4 SP

Out in the wilds of Borneo, Paraguay, the Kalahari or some other difficult country the character learned to live off the land. 4 Years.

Will +2
Skills
Foraging

Mountaineer 4 SP

The Alps were conquered by the character and now they are ready for more climbing. 4 Years.
Will +1
Strength +1
Skills
Climbing
Ropes and Knots

Big Game Hunter 4 SP

The character has been to the wilds of Africa, India and North America hunting big game and has the trophies to prove it. 4 Years.
Agility +1
Skills
Marksmanship

Doctor 4 SP

The character is a trained physician, possibly still practicing medicine. 2 Years.
Required Event: University
Intelligence +1
Skills

Medicine

Polyglot 5 SP

The character has a mastery of several european languages and is familiar with many other languages. 4 Years.
Required Event: Educated
Skills
Linguist

Invention 6-10 SP

The character has invented something highly advanced. The SP spent on the event is the SP available to build the invention. 2 Years.
See: Inventions

Discovery 5 or 8 SP

The character has found clues that may point to something extraordinary. The GM and the player should discuss the details of this discovery. If the player spends 8 SP they get to define what the discovery leads to. 2 Years.

Inheritance 6 SP

The character inherited a large sum and an estate of a family manor. 0 Years.

£2000
Large Family Manor

Prodigy 6 SP

The character has accomplished great things very quickly in their lives. Each Event purchased takes only half the time. 0 Years.

Servant 6 SP

The character employs a servant to take care of of everyday tasks. The Servant may be made as a non-player character by the GM but starts off with 20 Story instead of the usual 40. The player may request a type of servant such as a bodyguard, lab assistant, mechanic, or butler. By purchasing this event it is assumed that the character has at least enough regular income to pay for the servant on a regular basis.

The GM may decide if a PC can have more than one servant by purchasing this event more than once. Servants should not be used as Comic Reliefs as they are controlled primarily by the GM. 0 Years.

Gentleman/Lady 3 SP

Born into high society, the character is always prim and proper. Wears gloves to keep the hands clean and always uses their manners. 0 Years.
Charm +1
Honor +1
Skills
Etiquette
Dance

Renown 5 SP

The character's exploits have earned them fame and are easily recognized. 1 Year.
Charm +1
Honor +1

Knighthood 6 SP

The Character has received a knighthood from the monarchy. 0 Years.
Honor +2

Marriage 2 SP

The character is married. 1 Year.
Honor +1

Friend & Enemy 1 SP

The character has a life long friend that will assist them whenever needed. If desired this friend can be made as a non-player character by the GM.

They have also made a enemy that also may be made as a non-player character that starts off with 60 Story instead of the usual 40. 0 Years.

Royalty 7 SP

The character was born into royalty. 0 Years.
Honor +3
Charm +1
Skills
Persuasion
Command

Comic Relief

By taking this event, the character cannot regenerate SP for themselves but any SP they do create goes to the other players. They thus act as a healer to the party while creating mischief.

This embodies a special role to play in the game there are exemptions and alterations to the rules for playing this character on page XXXX. 0 Years.

Hidden Past +3 SP

This Event is a detriment to the character and therefore pays them Story Points instead of costing.

The Character's history is a sham meant to cover up for some disgraceful past. If the character's hidden past is ever discovered, they loose 4 Honor. 4 Years.

Power Item +2 SP

This item is a tool, clothing or bauble that never leaves the character's side. It has deep significance to the character and if it were lost or destroyed the character would lose 5 SP. 0 Years.

Controversy +5

The character is the subject of some controversy because of past actions or assertions. The majority of people in their community views the character as a charlatan or munchausen. 1 Year.
Honor -2

Addict +6 SP

The character has turned to a mind dulling drug to escape their problems but are now trapped by their cure. The character may be fighting against their urges but the desire for the drug has sapped their will. 1 Year.
Intelligence -1
Honor -1
Will -2

Town Drunk +8 SP

The character may have been someone significant years ago but now they are only a subject of ridicule. 4 Years.
Intelligence -1
Honor -4
Will -2
Charm -1

Personal Code

A personal code represents things that are important to the character, qualities they take pride in. Choosing something for their personal code does not mean they automatically act according to it in every instance but if someone pointed out that they are not following it their sense of personal honor is wounded and the character is gravely embarrassed.

A character's personal code is based on their social values. Whenever they are put in a position that compromises these values it will damage their Honor attribute.

For each point of Honor the character has, the player must pick an item for their personal code. Some events like Sailor and Soldier define the personal code item as Duty. Even if a character's Honor attribute starts at or drops to a zero or less, they keep their personal code.

Tradition
Fidelity
Loyalty
Duty
Faith
Code
Power
Chaste
Honesty
Breeding
Pacifist
Compassion
Revenge
Protect the Weak

Never Hit a Lady
Never Harm An Innocent
Never Attack Unarmed Man
My Word Is My Bond
Never Been Beaten
Never Poor
Champion of The Poor
No One Left Behind
A Friend In Need
Scientific Rigor
A Job Well Done
Strict Diet
Cleanliness
Proper
Well Spoken
Unflappable
Courageous
I Am My Own Man

Equipment

Equipment in Steampunkfitters is based on the events that the players selected for their characters and common sense. A character that has a skill, usually should have the tools they need to use those skills. There are some exceptions to this. An airship pilot does not usually start with an airship (unless they invented it) but would have their goggles. A Dragoon should not automatically come hauling a cannon but it would be reasonable to say that they should have their saber.

Characters should have some reasonable trappings from their chosen events. Any small items that the player feels should go with their character should be available to them. They can choose one important item from their history for each core event and write it in the equipment box of their character sheet. An important item may be a toolbox for a tradesman, a medicine bag for a doctor, a horse for a dragoon or yes even a small artillery piece like a maxim gun. Very large items such as

an airship steamship or train still don't fall under these items.

Debatable Items

Some things are not easy to determine if a character should have them. A mountaineer character may feel it's justifiable for them to have five hundred foot of rope on them at just the right time. The GM may feel that it doesn't make sense since the character was just slipping off to the pub. If the player really wants the item and the GM feels it would be unlikely the character would have it on them, the player can spend 1 SP so that they may have it.

Story Seeds

When creating characters each player has a chance to choose a number of story seeds to tell the GM what kind of a game they would like to play.

Starting GMs may want to limit the players to selecting one seed per player but as the GM gets accustomed to building up a story world, each player should be allowed to select more seeds. Two or three seeds per player should be sufficient.

Optionally, the GM may allow players to bid away some of their character's SP to buy another seed or to make their seed more prominent.

Seeds

Pirates	Swashbuckling	Alien (Martian) Invasion	Primitive Society
Mad Scientist	Gunslingers	Space Flight	Hollow Earth
Airships	One Shot Adventure	Clockwork Cybernetics	Realism
Antigrav Mineral	Difference Engines	Mutation Chemistry	Theater
Either Engines	Prolific Technology	Anarchists	Comedy
Steamships	Prolific Monsters	Class Divide	
Ironclads	Giant Machines	High Society	
Trains	Secret Society	Nobility	Don't see what you want?
Land Ironclads	Whodunit	Empire	Make your own story seed!
Telegraph	Missing Person(s)	Megacity	
Sterling Engines	Alien Planet	Gold Rush	
Newspapers	Fast Inventions (no time limit	Revolution	
Robots	for inventions only SP cost)	Warring Nations	
Sentient Machines	Unexplored Wilderness	Expansionism	

Creating A Scenario

Players will need some kind of world to act within. They will have selected a set of story seeds in the character creation process. The game master now takes those seeds and uses them to imagine a world that uses them. Not all the seeds have to appear in every game, they can come in and out of the story's focus.

Example

Two of the seeds selected are "Pirates" and "High Society". The game master can't think of a situation where they both fit in one play session so to start out he makes one session about pirates at the end of which the players find out the governor was the one harboring the curs. The next play session the PCs must infiltrate a high society ball to expose the governor.

One way to develop a scenario is to set up an environment for the PCs to operate in. That environment can start off as a single building if there's enough to do in it to keep the player's interest. It could be a town, city, ocean, or even the entire world if the game master desires to create it.

Players will often not operate in a linear story fashion so it's best to construct events so they can be encountered in different orders. To do this, think of the things the players have to do to get through the story as valves. Once the players get through one of the events it's like a valve opens up into the rest of the story. An experienced game master will be able to make several valves that may lead in the same direction but they players decide which way they will take to get there.

The players are on a ship that is attacked by pirates, first they must defeat the pirates. Once they do, they discover letters the pirate captain was writing to the governor about payments they are making to him. A valve is now opened to the next segment of the story.

Alternatively, the players were captured by the pirates and must now try and escape the ship. They overhear the pirates talking about the governor and how he's enabling them to operate in these waters. A valve has opened but from a different direction.

The Story World

Many first time game masters look at making a story for their players and think they have to know how everything in the story will happen, that they need to know how the whole world works. If that describes you, put your mind at ease. Setting up a good game story is far easier than you're thinking. The fear comes from the idea that the game master controls the story. A good game master does not control the story. They only control the valves to different parts of the story.

A GM has planned to have the players investigate the pirate captain's cabin in order to find the letters. Without them the PCs won't know who was harboring the pirates. But the players never decide to investigate. The GM tries to point the way but the players never take the hint. The GM could try and force them to discover the letters but it would take some of the story away from the players.

The GM decides to open another opportunity to discover the connection when the players try to sell some of the pirate's goods. A merchant recognizes the goods as ill gotten and bravely confronts the PCs. After the PC explain the situation the merchant reveals that the governor is behind the pirates and if the PCs vow to expose the governor. The valve is opened again and the players can decide if they will work with the merchant.

The simplest of these story valves might be that a bad guy is literally standing in a PC's way. How the PC deals with the bad guy is not for the game master to predetermine. The GM only has to figure out the bad guy's methods of stopping the PCs. If the players come up with a way around the bad guy the GM isn't expecting that's not a bad thing. You have some creative players and that's a lot of fun.

A GM only has to know what will get the players from one valve to the next. What difficulties will they encounter? What do they see while traveling from one story valve to another? Some detail is good but too much detail will get in the way of the players doing what they want to do.

A GM wants to try and prepare themselves but players will ask questions the GM hasn't considered. It's alright to make things up as you go but keep things as consistent from game to game as possible. The story world can be built up slowly over a series of games.

Three Acts

Even for a dedicated group of players, three main valves in a game session is all they will likely be able to get through. Past three and the game becomes more complicated and is unlikely to be finished in a single session. If you have more valves for the players to get through, don't throw them away, keep them for the next session.

Many plays, books and movies follow a three act structure, you can use this to build your three valves. The first valve is getting the PCs into the action. The second act is usually twice as long as the first act and takes up a bulk of the conflict. The third act is the climax where the characters must face a larger challenge. Following a three act structure is not required but it is how we've come to expect stories. The players will be more likely to recognize what is expected of them when a story is presented this way.

Telling The Story

Neither the GM or the players tell the whole story. The GM has the job of setting the scene and managing characters not controlled by players (non-player characters NPCs). The players tell the story of what their character will do

GM: You're on the ship to the Horn of Africa and the ship's navigator proudly says "We've just crossed the equator". Then you hear a cry of "Ship ho!" The crew turns to look and after several minutes someone yells "They're pirates!" The ship turns to run but they're closing fast. The ship you're on has no guns. What will you do?
Player1: I run down below deck and get my elephant gun, I'll give them a reason to think twice about attacking us.
Player2: I'll get my heat ray out and start their ship on fire.
GM: Both of you run up to the stern rail and get ready to open fire when the Captain says "Unless you can sink that thing I wouldn't try it. They haven't fired on us yet but there's two six inch guns pointed at us now." as he hands you his sight glass. Will you fire?

Taking Action

The majority of the things a character wants to do, such as simply walking or running from place to place are simple actions. The characters may freely do them. Players declare what their character will do and it is considered done.

Player: I'm going to slip a knife in my boot in case we get into trouble.
GM: Okay, your knife is hidden.

In some situations the GM may have to interrupt a simple action if a player forgot something or their actions would cause a reaction by NPCs.

Player: I'm going to walk up the stairs and look in the rooms on the second floor.
GM: You start to walk up the stairs and the governor's housekeeper steps in front of you saying "Excuse me sir the second floor is reserved for family members only."

There's no question as to the character's ability to walk up the stairs but the housekeeper would not allow anyone to walk up there without trying to intervene.

If the player tries to persuade, command or even force the housekeeper to step out of the way then the action becomes a contest between the PC's skills and abilities and the housekeepers. This is a conflict. (see: Conflict Resolution)

Conflict Resolution

When a character's action is challenged by another character (PC or NPC) or a difficulty test, the Attribute that the character will use to resolve that challenge is selected by the player(s). Each player must be able to explain how the the Attribute could be used to resolve the conflict. Players will quickly get used to resolving conflicts in a certain way. As long as the group understands how the attribute would be used, the action does not need to be defended every time it is used.

The next step is for players to select five Methods and or Tricks that they feel will help them win the conflict. Each player's list is kept secret. Some Methods are useful for blocking another character's actions, others are intended to help accomplish the task. Selecting the right blend of Methods and tricks may be difficult at first, but players will soon find a list that works best for them.

All players in the conflict now reveal their list of methods. All actions occur roughly simultaneously so there is no first or last action. The list of methods

and tricks will give a rough outline of all the things that a character is doing. The players should narrate these actions into a story as they reveal their lists. This is the end of the first turn.

Conflicts will not usually be resolved in the first turn. The next turn all players get to replace two of their methods and tricks being used. Players can keep their list as is if they choose. The alterations are kept secret until the reveal. Again the players should narrate their character's actions.

Character Vs. Character Example

Stephen is a good swordsman with an Agility of +4 Strength +1 and a Perception of +2. He meets Big James the Crusher in battle who has Agility +2, Strength +4 and a Perception of +1. Stephen looks at Big James and his heavy sword and is sure that he'll try to use his strength to win the fight. He looks at the Methods and Tricks under Swordplay. First he wants to get his strength score up so he chooses Brace (Strength +1) and Overhead Blow (Strength +2 Agility –1) hoping that will be enough. He also chooses the trick Bluff and Invitation (Perception +1) which will require Big James to beat his perception to win the contest. For his last Method he chooses Parry (+2 Agility). So his scores at the end are Agility +5 Strength +4 and Perception +3. Big James picks his methods and true to form chooses the trick Power Blow, Heavy Sword (Strength +1), Parry (Agility +2), Lunge (Agility +1) and Riposte (Agility +1). This gives him a final score of Agility +6 Strength +5.

If things had gone Big James' way, he would have won this contest handily but because of Stephen's Bluff trick, James' blow does not connect because the bluff trick requires his perception score to beat Stephen's. However Stephen did not beat James' Agility or Strength and so the first round is a stalemate. Both look at their methods and tricks and try to find some way around their opponent's advantage. But can only change two a turn now.

Stephen tries to guess what Big James' next move would be. Last turn the only thing that saved him was the Bluff trick so James will expect to have to overcome that and will probably try swapping out the Lunge or Riposte or maybe the Heavy Sword. Stephen decides to drop the Overhead Blow and Invitation. He swaps them out with Proper Form (+1 Agility) and Follow Through. His final scores are now Agility +6 Strength +1 Perception +2. Big James reveals his swaps. He swapped out Lunge for Charge. His final scores are now Agility +5, Strength +5 but since no one is using the Bluff trick, his Charge trick only hurts him. Stephen scores a win that takes off 2 SP from Big James.

Character Vs. Group

When a group of characters challenge a single character the attribute scores of the group add up. Two or three ganging up on one makes it much harder to beat even low score characters when massed together.

In large numbers, it would be nearly impossible to come up with Methods and Tricks for every member of a group. To help simplify this groups have their own methods and tricks. The bonuses for these tricks are for every ten members of the group. There are two types of groups, Unskilled and Martial. Martial groups are military are armed and have a leader. They can use unskilled methods but an Unskilled group cannot use Martial methods.

Unskilled Groups (Mobs) - Per 10
Rush - Agility +3
Surround - Agility +3
Harass - Agility +3 (Requires Surround)
Pile On - Strength +3
Knock Over - Strength +3
Search - Perception +3
Watchful - Perception +3
Taunt - Charm +3

Martial Groups - Per 10
Formation - Agility +5

Attack - Agility +5
Charge - Strength +5
Comb - Perception +5

Slight of hand, pickpocketing and other Thief skill tricks are often not just against the victim but against the crowd. However even in a crowd of hundreds in a busy street very few will have the opportunity to defend against the thief. The GM should determine the number of people in the crowd that the thief will be up against and let the player know the number.

GM: Checking the crowd, you see five people that might be able to see what you're up to.
Player: Are any of them bobbies?
GM: No just regular people walking about.

Most in a crowd will only have a Perception of 1 but law enforcement are likely to have 2 or 3 for Perception. An unwary crowd will not use any methods but if they are tipped off by odd behavior or clothing, they may use methods such as watchful to increase the crowd's perception.

Skill Challenges

Skill challenges do not only apply to character conflicts. When a character has to accomplish a difficult task, the GM assigns a number of difficulty thresholds that the character's scores must match or pass in order to pass the skill challenge. In many situations, given enough time, players will be able to solve the challenge. Therefore the tension from a inanimate challenge is based on finding the right combination of Methods and Tricks within a time constraint. Below is an example of how the GM can construct an inanimate skill challenge.

Skill Challenge Complications.

If a character fails a skill challenge three times, the GM may rule that they must pay an SP or they cannot try again for a significant period of time (15 min to an hour). Alternatively, the GM may rule that the failures have caused a second complication.

Skill Challenge Tricks

These are conditions that the GM wants to apply to the skill challenge. For example, a skill challenge trick could be scoring too high on Strength for a boiler skill challenge means that the character broke something. Another possible use could be that if a certain method or trick is used a secondary effect occurs. An example of this could be, if the Experiment method is used to pass a Science skill test the character receives an electrical shock.

Skill Challenge Example

The Boilers skill is an Intelligence based skill so any attempt to fix a Boiler will have an Intelligence threshold. Most maintenance work on a boiler is routine so the GM decides on a difficulty of five. Lenny the engineer has a +3 for Intelligence +1 Strength and a +1 Perception. He applies the methods Diagnostic (+2 Intelligence), Trace Out (+1 Intelligence), Check Gauges (+1 Intelligence) Study (+1 Intelligence) and Double Check (+1 Intelligence). His final Intelligence score is +8.

If this was a standard test, then the boiler is fixed. If the GM wants to make it a tougher task, two things could be done. Either the boiler could require a test far higher than Lenny can accomplish on his own (say +15) and he would have to bring in someone else with a Boiler skill to help or just someone with a really high

Intelligence to add up their scores and overcome it.

The second thing the GM could do is to apply tricks to the boiler. The player will not know what these are until he has overcome them and even then the GM might only give hints. For example the boiler may have a Intelligence threshold of five like before which Lenny beats on the first try. The GM says "It should be working at this point, there must be something you're missing." Which tells Lenny that he needs to look around a bit so he drops two Intelligence Methods, brings in the perception trick Examination and ups his perception with Fine Tooth Comb (Perception +2) and gets his Perception score up to +3. The Boiler required a +2 to find a stuck valve. The GM could bring in a strength test for the stuck valve but Lenny probably can't afford to bring in the strength trick Brute Force because he'd have to drop an Intelligence method. He would probably have to call for help at that point from Bruno in the other room.

Story Points

Story Points (SP) are a core part of playing Steampunkfitters. They are in essence how important, or influential a character is to the story but just possessing a large number of story points doesn't automatically make a character important. There are a number of ways that a character can use their SP.

SP is a simulation of how a character would be viewed if they were in a novel or movie. A character with more SP may be viewed as the protagonist or even antagonist in the story. Naturally one would not expect these important characters to die right at the beginning of the story but the story becomes unbelievable if they are attacked repeatedly with no harm to them. We accept a little of this but it can't go on forever.

Damage

When a character is attacked, to avoid harm the player can spend SP. This is a way of showing how the character's expected role in this story is being diminished. SP being reduced does not automatically mean the character is suffering bodily harm. It is the willful suspension of disbelief that the character has survived what could be a deadly encounter.

Damage can also apply to social attacks as well. In this case, the character is under no threat of physical harm but their importance in the story is being reduced.

If a character's SP is reduced to zero by social attacks, the nature of the attacks are taken into account. If the intent of the attacks was to win the character over, the character goes from being hostile or indifferent to friendly and the player may invest SP into the character.

Once a character's SP has reached zero (0) they are effectively out of the story. This may not mean they are dead however. If other players invest SP into the character they may be brought back but raising the SP of a character that has dropped to zero or lower costs twice as much.

To have this element of Steampunkfitters played properly, there should be a logical explanation of how the character was brought back and how the

other characters assisted them. For example, a doctor could turn their attention to a fallen lady and pronounce "The shot passed by her and the shock caused her to merely faint. Some smelling salts will rouse her."

When a player character reduces another character's SP to zero (0) they describe how the character is taken out of the story.

```
Player: I cut his belt in two with
my sword and his trousers fall
around his ankles. Being terribly
embarrassed, he attempts to run,
tripping several times. He won't
be bothering us again.
```

An alternative to taking damage to SP is to have some or all of the damage inflicted on an attribute if that attribute is more than zero. When the player opts for this, the damage is considered permanent. The player must also explain how the damage is lowering the attribute. For example, a player could opt to have Charm effected by an attack and explain that the wound has knocked out teeth or scarred the character in the face.

Non Playing Character SP

The vast majority of NPCs are not expected to last long in the story, they are more or less disposable characters. These NPCs get only one SP for tracking damage. They are easily removed from the story with a well placed right hook.

Other NPCs are meant to be a threat. They show some skill and don't immediately yield to the main character. These are more rare but are meant to be a temporary challenge to the player characters. These NPCs get two to four SP

Then there is the big bad, the Moriarty, the mastermind. Regardless of whether they are physically fit, they are important to the story and therefore should have a similar number of SP to the PCs.

Narrative Manipulation

When a player passes or fails a contest they can mark that contest as a pivotal event. If the contest was a success, they spend a story point to increase the importance of that event so that it has major consequences. For example, defeating one goon in a pack of miscreants wouldn't normally have much of an effect on the overall story. The player spends a Story Point on the action and now the

defeated goon was the toughest in the group and the rest flee in fear.

If the player marks a failed contest as a pivotal event, it will change a contest that may have had minor significance to something more important. In doing so, the character gains four (4) SP. For example, the character tried to pick a lock and failed. They mark that as a pivotal event and so the GM decides they broke down the door to get in but the crash alerted the neighbors and the constable arrives while the character is still in the house.

Advancement

At the end of each game session the Game Master can assign Story Points for good play. Remember that players can generate their own SP by narrative manipulation and this should be the main way for them to recuperate points. The SP award at the end of the game is a gift for making play enjoyable.

Some examples of SP awards can include:
Roleplaying out in game action and dialog   +1 SP
Thoughtful strategy when faced with difficulty   +1 SP
Failures that made players laugh instead of groan +1 SP

New skills may be purchased at the cost of 3 SP.

Attributes may be increased by spending the next attribute level in SP. For example, raising an Attribute from 0 to +3 would happen in three levels. The first level, +1 costs 1 SP, +2 costs 2 SP and +3 costs 3 SP. Negative Attributes follow the same pattern. Raising an attribute from -3 to 0 happens in three stages. The first level, -3 costs 3 SP, -2 costs 2 SP and -1 costs 1 SP. making it harder to raise very low attributes.

The Comic Relief

This is a special class of character that is used to regenerate SP for the group. The role trades the increase in SP with the added trouble of failed pivotal events. A Comic Relief character might not focus on high attributes and building up skills because they are intended to fail contests and fail them badly. Instead they can rely on their ability to take hits through a high SP. Alternatively, a Comic Relief does not have to always fail because of being unskilled. They can habitually over extend their abilities and still make for a good Comic Relief.

Comic Reliefs generate eight (8) SP for a failed pivotal event instead of the usual four. However they do not get any of it. The SP is divided amongst the characters that must now rescue them. If the SP cannot be split up evenly, the player of the Comic Relief choses how to distribute the remaining points.

The GM should treat failed pivotal events caused by Comic Reliefs as important events but they should seldom result in a directly life threatening situation.

As an example, the Comic Relief Jacky decides that he will recover the golden statue from the art thieves for the team. He rushes in foolhardily and predictably fails. He knocks the statue over and it falls down an open floor drain. The art thieves rush back into the room and capture Jacky who must now be rescued.

Having a Comic Relief character greatly alters the mood and structure of plots. Players should be aware of this when choosing this type of character. Steampunkfitters can be played with or without a Comic Relief in a play group.

The Honorable Villain

In some situations a villain in a story may be someone of high society, of high rank or even royalty. As such, they should have a high Honor attribute. This could lead to a conundrum of how a person who is a base villain can be perceived as honorable.

The answer comes with how Personal Code items are chosen for the NPC. The GM should pick items in the list that will allow them to act out their nefarious actions. If this is not possible from the default list, the GM can make up items that may fit better.

In any event the NPC should be trying to hide their evil actions from the rest of the world in some way if they have a positive Honor and would cause a scandal if they are found out. Personal Code items are beliefs that the character themselves hold dear and pointing out an inconsistency in applying them will genuinely disturb even the most vile NPC. These items are not worn on their sleeves however and the players must try to guess them if they are going to use a villain's Personal Code against them.

Skills Methods and Tricks

This section explains core elements of the Steampunkfitter's system.

Skills

Skills are logical containers that hold the Methods and Tricks. They they indicate the main attribute that is used in a challenge and allow the player to track what their players can do in the game.

Methods

When a character's ability to perform an action is questioned by the GM or contested by another character, a conflict resolution test is required. To resolve this test, the player (or players) select five of their Methods or Tricks and writes them down. Each method has one or more bonuses attached to it, these are added to attributes. The highest value wins the contest.

Methods are the primary way that characters will accomplish tasks. Methods from different skills can be used in a single contest if the GM deems their combination feasible.

A player can pick a method as their character's signature move. Once chosen, this cannot be changed as it represents many years of practice. The character gets a +1 bonus to this Method. Characters get only one signature move regardless of how many skills they have.

Tricks

Tricks are special rules that a skill allows the character to use. Tricks may be specific in that they negate a method or they may add effects to the character's actions.

Most tricks will add another attribute to the contest. For example, the skill Swordplay is normally an Agility contest. The trick Power Blow requires that the defender also beats the attacker's Strength attribute. The secondary attribute tests are ways that a character can bring their other talents into a contest, making them less predictable.

Time

The Steampunkfitters system is about strategy and surprise. This could lead to players taking a very long time to decide on what Methods and Tricks they will use each turn. Taking some time to put together a good strategy is important but taking too much is detrimental to enjoyable play.

To encourage fast play, if a player selects their methods and tricks in under twenty seconds they may add +1 to one of their methods. The player has to show that they are done in the time span by putting their paper face down on the table and declaring they will be using the +1. While their Methods are revealed they select where the +1 will be applied.

To Playtesters
When asking what a player wants to do in game encourage them to explain their actions in their own words before looking at how to combine methods and tricks. It is likely that they will want to do things not in the list. Write down what they want to do that isn't listed and send it to admin@store32.net so they can be added to the methods and tricks.

Acrobatics

This is the ability to tumble, flip and swing by ropes and bars. The methods and tricks are useful for evading harm and escaping from dangerous situations.
Attribute: Agility

Methods
Flip - Agility +1
This is used to move quickly in unexpected ways making a character harder to hit.

Twist - Agility +1
This is the ability to wriggle out of ropes or even another character's grip.

Swing - Agility +2
This is the ability to grip firmly to a rope or bar and use it to fling oneself through the air.

Flexible - Agility +1 Strength +1
The character keeps their body flexible.

Tumble - Strength +2
This method is used to absorb impacts that may harm the character.

Leap - Strength +1
This is the practiced ability to jump vigorously. It is used to jump further and higher than normal.

Acting

This skill is used to trick someone into thinking the character is someone they are not. Alternatively disguise can be used to hide one's identity.
Attribute: Charm

Methods
Imitation - Charm +1
The actor carefully recreates someone they have met.

Expression - Charm +1
The actor copies a facial expression.

Voice - Charm +2
Changing the voice to imitate someone or just to make it unrecognizable.

Wardrobe - Perception +1
To use this method the character must have access to appropriate clothing.

Disguise - Perception +2
To use this method the character must have a disguise available and time to apply it.

Tricks

Attention To Detail

      This trick is used to make the portrayal of a person more realistic. This allows an actor to add their Perception score to their Charm score.

Quick Disguise

This trick is used to apply a simple disguise that obscures the actor's true identity. The Actor's Charm score is the difficulty number for another character's Perception score to recognize them.

Impress

When playing this trick, the actor is pretending to be someone important or that they are a more honorable person than they really are. Once a person is convinced that the actor is who they say they are, they may use the Charm score of this test as if it were there Honor score for the command skill.

Animal Handling

      This is the skill of caring for and training animals.
Attribute: Will

Methods

Reward - Will +2
Positive reinforcement.

Punish - Will +1
Negative reinforcement.

Constancy - Will +1
Keeping things the same helps the animal know what to expect.

Body Language - Charm +1
Understanding how the animal interprets body language.

Soothing Touch - Charm +1
Calming down the animal with a gentle hand.

Reactions - Perception +1
Watching the reactions of the animal.

Tricks

Train

      Animals may be taught to obey a command by passing a Will challenge against the animal's Will score and spending one SP. Commands consist of simple instructions such as 'sit', 'lay down', 'come here' or the ability to ride for larger animals like horses. Domestic animals will follow the commands of the one who trained them but each time a wild animal is given a command the handler must pass a will contest.

Heal

Sick or wounded animals may be treated using this skill and investing SP in them up to the point where they have 0 SP. Any animal with less than 0 SP can only be treated with the Medicine skill.

Arithmetic

      This math skill helps most other Intelligence based skills
Attribute: Intelligence

Methods

Operation - Intelligence +1
Taking two or more values producing a new value.

Calculation - Intelligence +1
Calculations help with mental tasks.

Equation - Intelligence +2
Equations are useful for finding solutions when some values are missing.

Probability - Intelligence +1
Understanding and calculating likelihood.

Begging

      This skill gets the hearer to respond favorably to requests because of sympathy for the speaker.

In order to successfully beg from another character, the beggar must appeal to the feelings of the listener. When the character begging makes a request that matches something in the listener's personal code, the listener must comply or their Honor attribute is reduced.
Attribute: Charm

Methods
Please Sir - Charm +1
Straight out asking nicely.

Sob Story - Charm +1
Telling a sad story to get listeners to feel pity.

Nuisance - Charm +1
Get what you want by promising to go away once gotten.

Pitch - Charm +1
To propose a course of action that will benefit the giver.

Entertainer - Charm +2
By amusing people they feel more affection for the beggar.

Follow A Crowd - Perception +1
Begging where there are plenty of people

Tricks

Pity
Aristotle felt that for someone to feel pity they have to feel misfortune is undeserved. To do that, the listener must feel the beggar has sufficient honor to be worthy of help. This trick is the beggar using their Honor to get the listener to want to answer their request. This trick removes the requirement of the Personal Code hook if the beggar's Honor score is greater than the listener's Honor score.

Aware of the Crowd
Keeping an eye out for the mood of the crowd. This trick must be used for Perception difficulties on Begging challenges.

Boilers

This skill is a knowledge of how steam boilers work and how to repair them when they don't.
Attribute: Intelligence

Methods
Diagnostic - Intelligence +2
The engineer tests the system's output.

Check Gauges - Intelligence +1
Check the needles for system status.

Study - Intelligence +1
The engineer learns about the machine.

Double Check - Intelligence +1
The first look may not reveal everything.

Trace Out - Perception +1
The engineer follows the flow of steam.

Fine Tooth Comb - Perception +2
Every pipe and valve is checked. This method requires at least fifteen minutes to complete.

Pry Bar - Strength +2
Use leverage.

Hammer - Strength +1
Give it a good whack.

Tricks
Brute Force
In situations where parts are stuck, brute force allows the boiler worker to use their strength score to overcome the difficulty.

Examination
This trick allows the boiler worker to find problems that are not obvious. This trick should be used when a problem has a Perception difficulty.

Climbing

This is the ability to climb ropes, cliffs, mountains and even shear walls.
Attribute: Strength

Methods
Lift With Legs - Strength +2
The legs are stronger than the arms.

Close To The Wall - Strength +1
Prevents the climber's weight from pulling outward.

Tight Grip - Strength +1
Developing a good firm grip.

Anchor - Strength +1
A secure foothold on a rope by wrapping the rope around the leg or on a wall

Only Safe Grips - Agility +2 Strength -1
Not taking grips that are loose wet or incomplete limits advancement but is safer.

Hop - Agility +2 Strength -3
This risky method of jumping for a handhold is only suitable for the strong.

Stretch - Agility +1
Reaching for a handhold.

Tricks

Maneuvering
This trick is required when there is an agility test in climbing.

Endurance
This trick is required when there is a will test in climbing.

Clockworks

This is a knowledge of gears, gear ratios, spring powered mechanisms and how to transfer stored tension energy from one part of a machine to another.
Attribute: Perception

Methods
Magnify - Perception +2
Checking fine parts and jeweled movements may require magnification.

Proper Greasing - Perception +1
Grease that is too thick or too thin will cause irregular power distribution.

Check Balance Wheel - Perception +1
Looking for binding or wobble in a balance mechanism.

Wear or scratches - Perception +1
Looking for fine marks where parts are rubbing.

Gear Mesh - Perception +1
Identifying if gear teeth will mesh properly.

Check For Slippage - Perception +1
Gears and escapements must catch properly or power will be lost.

Tweezers - Agility +1
Tiny parts require delicate handling.

Hold It Together - Agility +1
While assembling mechanisms with springs they must be held together.

Ratios - Intelligence +1
Converting rotations based on the relative gearing.

Assembly Order - Intelligence +1
Remembering what order the parts go together in.

Tricks
Fine Motor Skills
This trick must be used when there is an Agility test to over come with a clockwork skill challenge.

Keen Mind
This trick must be used when there is an Intelligence test to over come with a clockwork skill challenge.

Command

This skill gets the hearer to respond because of the perceived authority of the speaker.

In order to successfully command another character, the command must appeal to something in the listener's Personal Code. If it does not, the command is unsuccessful. When the character giving a command is successful, the character receiving the command must comply or their Honor attribute is reduced.

Attribute: Honor

Methods

Noble - Honor +1
The speaker outline's how carrying out the command is honorable.

Bark - Honor +1
The intensity of the speaker's voice adds urgency.

Shout - Honor +1
The speaker shouts out commands.

Authority - Honor +2
The speaker states why they have the right to command.

Consequence - Honor +1 Intelligence +1

Explaining what will happen if the command is not followed.

Greater Good - Charm +1
The speaker links the command with a benefit to society.

Fear - Charm +2
Inspiring fear is still inspiration to act.

Tricks

Inspire
This trick is the person giving a command using their charm to get the listener to want to follow the command. This trick removes the requirement of the Personal Code hook if the speaker's Charm score is greater than the listener's Charm score.

Wise
The person giving the command explains how it would be smart to obey. This trick removes the requirement of the Personal Code hook if the speaker's Intelligence score is greater than the listener's Intelligence score.

Dance

This skill is used to display grace and fitness in a social setting.

Attribute: Agility

Methods

Timing - Agility +1
Stay in time to the music.

Elegance - Agility +1
Smooth floating movements.

Accurate Stepping - Agility +1
Each step is in the right place.

Vigorous - Agility +2
The dancer moves energetically.

Coy - Charm +1
Being modest or shy but provocatively.

Tricks

Off Her Feet
This trick allow the character to use their agility instead of Charm in wooing. When an dancer has a higher agility score than their partner, the difference between the dancer's Agility scores is the amount the looser's SP is reduced.

Playful
This trick involves the character playfully making humorous movements and comments. This trick allows the dancer to add their Charm score to their agility score.

Etiquette

This skill is a way to show that the character knows and can abide by the rules of high society. Etiquette challenges are likely to happen over the span of a dinner or an evening instead of a short period of time.

Failing an etiquette challenge means that the character suffers embarrassment. Passing an etiquette challenge establishes a character's place in society. Challenges may come as a basic difficulty at a society event or as a direct challenge from another character.

Passing or failing an etiquette challenge means that the character either gains or looses a point of their honor attribute. Alternatively the player may opt to gain or loose an SP.

Attribute: Honor

Methods

Proper - Honor +1
The character's actions are appropriate for the situation.

Respect - Honor +2
Showing others that they are valued.

Manners - Honor +1
The character follows the local social rules.

Couth - Honor +1
Showing refinement of high society.

Hold Your Tongue - Honor + 1
The character doesn't say anything that could get them into trouble.

Enunciation - Honor +1 Charm +1
Well formed speech is both good etiquette and socially attractive.

Look them in the eye - Charm +1
Maintaining proper eye contact shows that a person is not being deceptive.

Funny - Charm +2 Honor -1
The character is humorous.

Tricks

Chat
Many social situations require the character to enter polite conversation. This trick brings the Charm attribute into play for etiquette challenges.

Fisticuffs

This skill refers to traditional Hand to Hand fighting or boxing.

When an attacker is successful, one SP is reduced.

Attribute: Agility

Methods

Jab - Agility +1
A quick strike

Duck - Agility +1
The fighter bows low to avoid strikes.

Footwork - Agility +2
The fighter keeps moving and dodging attacks.

Block - Agility +1 Strength +1
A defense that uses the arms to protect the rest of the body.

Uppercut - Agility -1 Strength +2
A blow to the jaw that is more powerful but must be close to the opponent.

Right Hook - Strength +1
A strong blow with the dominant hand.

Wind Up - Strength +1 Agility -1
Using the whole body for a blow, strong but slow.

Tricks

Power Blow
This crushing blow requires that the defender separately beat the attacker's Strength score. Even if one character does damage with Agility, the character using this trick can do Strength damage at the

same time. This trick uses the difference in the character's strength scores for damage.

Take It
This defensive trick allows the character to absorb blows. This requires that the attacker's Agility or Strength score beats the character's Will score to do damage or knock them out.

Knock Out
If a character wins the Agility contest by more than one point with fisticuffs in a turn, and this trick is played, the defender is knocked unconscious one turn for every point of their Agility score that they won by.

Foraging
This is the ability to continually search the local area for items that may be of use. It can be used to find food in survival situations or parts for an invention.

Different environments will have differing difficulty values to find food. Some environments rich in resources may require a higher Intelligence score while resource poor environments will require higher Will scores. Failing the Intelligence score of a foraging test means that a dangerous item is found rather than a beneficial one such as poisonous plants instead of eatable.

A skilled forager can find enough food to survive off of for a day in a single hour.
Attribute: Perception

Methods
Observation - Perception +1
Keeping an eye out for the desired things.

Follow Signs - Perception +1
Looking for conditions that lead to the desired item.

Examine Environment - Perception +1
Looking at the lay of the land and where resources might be found.

Identify - Intelligence +1
Being able to identify an item that will serve the desired purpose (such as food).

Bitter to Sweet - Intelligence +1
Removing bad qualities from an item to make it usable.

Energy Conservation - Will +1
Not wasting effort on difficult or useless endeavors.

Suffer the Bitter - Will +2

Many foraged items only barely serve the desired purpose, if foraging for food it may not taste good.

Tricks
Persistence
This trick is required when there is a Will test to overcome when foraging.

Local Expertise
Knowing what can be found in an environment. This trick is required when there is a Intelligence test to overcome when foraging.

Gunnery
This skill is a knowledge of heavy arms such as cannons on a naval ship.
When an attacker is successful, the difference between the defender's Intelligence score and the Attacker's Intelligence score is the damage done to SP. This figure may be influenced by a vessel's Gun Multiplier.
Attribute: Intelligence

Methods
Windage - Intelligence +1
The gunner compensates for wind.

Elevation - Intelligence +1
The gunner takes elevation into account

Temperature - Intelligence +1
Temperature of the air and powder are taken into account.

Tables - Intelligence +2
The gunner consults a table of calculations if available.

Point Blank - Intelligence +2
If the guns are very close to their target this method can be played.

Rough Guess - Perception +2 Intelligence -1
Some variables are fudged in a rough guess.

Last Shot - Perception +1
Using the last volley to gauge where the next should go.

Tricks
Reckoning
This trick is the character using observations to guess how to hit a target. This trick adds the Perception score of the character to their Intelligence score.

Indirect Fire
This trick is used to hit targets out of the line of sight by lobbing fire over obstacles.

Target Infantry
This trick allows a single artillery shot to do damage to groups of infantry or ship crew that are not undercover. The damage of the attack is applied to crew until there is no damage left.

Knife

This is skill with short bladed weapons.
When an attacker is successful, the difference between the defender's Agility score and the Attacker's Agility score is the damage done to SP.
Attribute: Agility

Methods
Stab - Agility +1
A quick straight thrust.

Slash - Agility +1
A sweeping strike.

Throw - Agility +2 Strength -1
The knife is flung at an opponent.

Guard - Agility +1
The knife is used to defend.

Tricks
Hidden

The character using this trick has a hidden knife that they attack with. This requires the defender to beat the attacker's Perception score or the difference in perception scores is the damage done to SP.

Twist
If the attacker does damage during the turn this trick is played, the attack does one more point of damage to SP.

Linguist

The skill of speaking and understanding many languages. The linguist knows a number of languages from a chosen region and can learn new ones quickly by breaking them down.
A linguist attempting to converse with a native speaker can learn one new word of a language every day for every point of their Intelligence score.
Attribute: Intelligence

Methods
Grammar - Intelligence +1
Knowing what order words are arranged.

Pronunciation - Intelligence +1
Focusing on the sounds in a word.

Accent - Intelligence +1

Paying attention to how sounds are formed.

Reference - Intelligence +1
The linguist must have books about the language in question to use this method.

Lexicon - Intelligence +2
Concentrating on known words.

Tricks
Translation
When translating, a linguist must use this trick and match the Intelligence score of the speaker to understand what they are saying.

Rough Understanding
The linguist is able to use general language concepts and a quick mind for picking up new words to get a cursory understanding of a new language. This trick allows the linguist to convey simple concepts even without a complete understanding. The linguist and the person they are communicating with add their Intelligence scores together. Together they must pass a Linguist skill challenge with a difficulty of 12.

Ancient Text
Deciphering ancient texts can be challenging. For each word to be translated a Linguist test must be passed. Words can have different difficulties and may be very high, requiring several people to work on the text.

Marksmanship

Marksmanship is the skill in accurately hitting targets with a firearm.
When an attacker is successful, the difference between the defender's Agility score and the Attacker's Agility score is the damage done to SP.
Attribute: Agility

Methods
Pot Shot - Agility +1
This is a quick shot that is not aimed

Rapid Shot - Agility +1
The marksman fires several times in hope that one of his shots will hit.

Crouch - Agility +1
By getting close to the ground, the shooter is more stable and a smaller target.

Prone - Agility +2
The shooter lays on the ground for a very stable position. Cannot be used at the same time as Crouch and the character cannot move this turn.

Hold Breath - Agility +1
Firing in between or holding one's breath results in greater accuracy.

Zigzag Run - Agility +1
This can be used to defend even when unarmed. The character runs away from an attacker in a zigzag to make them more difficult to hit.

Aim - Perception +2
Aim and Potshot cannot be used at the same time.

Wait For It - Will +2
The character waits for just the right shot.

Focus - Will +1
The character focuses on the target.

Tricks
Cover
The character using this trick gets behind a sturdy object. This trick requires that the opponent beats the defender's Agility and Perception scores.

Calm Nerves
The character stays calm giving them steady hands. This trick allows the character to add their Will score to their Agility score.

Quick Draw
Using this trick allows the character to draw a pistol and fire it in the same turn.

Medicine

This is the art of healing. In this skill the doctor pauses illnesses and attempts to restore another character to health.

A character with this skill can pause a condition that causes a loss of SP or they can transfer SP from themselves or others to another character. The difficulty of this process is an Intelligence difficulty based on the SP being transferred. Characters that have dropped below 0 SP require twice as many SP as were lost to restore them to an SP of 1.
Attribute: Intelligence

Methods
For Medicinal Purposes - Intelligence +1
The patient imbibes brandy or other strong drink to dull pain or mental shock.

Stimulant - Intelligence +1
The doctor gives the patient a stimulating substance to revive them.

Bandage - Intelligence +1

Dressing wounds and sores aids in healing.

Bed Rest - Intelligence +2
The patient must remain in bed for a day.

Steady Hand - Agility +2
Calm nerves and fine motor control help in surgery.

Tricks
Surgery
This trick allows the doctor to add their Agility score to their Intelligence score.

Amputation
The patient looses 4 Agility to gain 6 SP. The character may be fitted with a prosthetic that restores 1 Agility when worn.
Requires: Surgery

Mining

This is the knowledge of how to move rock to get at valuable metals or minerals and the tools to do so. This includes setting and using explosives.
Attribute: Perception

Methods
Careful - Perception +1

Prospecting - Perception +2
Searching for metals and minerals.

Panning - Perception +1

Driving Swing - Strength +2
A powerful pickaxe or sledgehammer swing.

Haul - Strength +1
Pushing carts or lugging bags of ore.

Dig - Strength +1

Grit - Will +2

Tricks
Explosives
A character uses this trick to safely set and then detonate an explosive. Explosives can have different Perception and Will scores, such as Dynamite Per 3 Will 1 and Nitroglycerin Per 2 Will 4.

Safety
Miners know when things are unsafe. It doesn't matter if it's a structure, machine or person. If a miner plays this trick and passes a Perception challenge based on the remaining SP of an object or character, they can get a feel for how close to failure it is.

Navigation

This is the ability to use maps and find directions from tools like compasses and astrolabes. This skill can also be used to make maps.

Attribute: Intelligence

Methods

Noon Sight - Intelligence +1
Measuring Latitude by the angle of the sun at noon.

Longitude By Chronometer - Intelligence +1
Measuring Longitude with a clock and sextant.

Lunar Distance - Intelligence +1
Measuring the angle between the moon and the sun to find longitude.

Charts - Intelligence +1
Consulting a map.

Landmark - Intelligence +1
Recognizing sights and their geographic position.

Almanac - Intelligence +2
A book of calculations and tables for finding map positions.

Tricks
Spatial Memory
This trick must be used any time a character attempts to navigate without proper tools like an almanac.

Persuasion

The act of attempting to win a person over to a different point of view or way of thinking. It is also used to convince someone to act when they were not going to (or the reverse to not act when they were going to).

The difference between the character's Charm scores is the damage done to SP.

Attribute: Charm

Methods

Compliment - Charm +1
The persuader gives complements to make the subject feel good.

Warm Smile - Charm +1
A friendly smile makes the speaker more likable.

Common Ground - Charm +1
Establishing a common ground makes the speaker more likable.

Leading Questions - Intelligence +1
These are questions that lead the hearer to the conclusion desired.

For The Good Of The . . . - Honor +1
This is a call to act so that an honorable cause will benefit.

Repetition - Will +1
The same argument is stated over and over again.

Vitriol - Charm -1 Honor -1 Will +2
The expression of bitter verbal attacks.

Tricks
Honorable
The persuasion includes a call to act honorably. This trick requires that the person being persuaded also beats the persuader's Honor score.

Logical Arguments
The persuasion includes logical arguments. This trick requires the person being persuaded also beats the persuader's Intelligence score.

Stubborn Refusal
This defensive trick means that a character simply refuses to change their mind on the principle that they are right no matter what. This trick requires the persuader's

Will score to beat the Will score of person being persuaded.

Pilot Airship

This is the ability to work the controls of an airship and give commands to the engineers to get the vehicle to move as desired.

Wind weather and clouds can play a significant role in airship movement. The GM should announce the wind direction at the start of action and each turn if it changes along with cloud status.
Attribute: Agility

Methods
Dive - Agility +1
The pilot uses the mass of the airship to accelerate in a dive.

Ballast Drop - Agility +2
The airship drops any extra cargo, water and fuel in order to ascend rapidly. This can only be used once.

Reverse - Agility +1
A sudden reversal of engines.

With the Wind - Intelligence +1 Agility +1
The pilot moves with the wind to move quickly.

Roll - Agility +1 Intelligence -2
Rolling the airship generally causes chaos.

Full Steam - Intelligence +2 Agility -1
The engineers stoke up the boiler until it is white hot. This gives the ship plenty of power but is difficult to maneuver.

Cloud Cover - Perception +2
The airship hides in cloud cover if available.

Spotters - Perception +1
The pilot positions spotters on the vessel to look out for other ships.

Tricks
Evasive Maneuvers
This trick uses the pilots Agility score as a difficulty rating for the Gunnery skill and negate the Rough Guess trick.

Hide
The pilot hides the ship in a cloud or positions it in a blind spot of the other vehicle. This trick allows the pilot to use their Perception score as a difficulty rating for the Gunnery skill.

Clever Rigging

This trick allows the pilot to use their Intelligence score to improve the speed of the vessel.

Read & Write

This skill indicates the character is literate. It allows the character to used the stored information in writing to accomplish tasks.

Some reading tasks may have a difficulty of their own if the writing is damaged, in an old text or cryptically written.
Attribute: Intelligence

Methods
Vocabulary - Intelligence +1
A command of many words.

Understanding Theme - Intelligence +1
Following an overall concept in a text.

Main Ideas - Intelligence +1
Identifying core ideas of a text.

Grasping Principle - Intelligence +1
Understanding how ideas can be used.

Tricks
Reading Up
This trick allows the user to study an Intelligence based skill that they do not

already possess in a book and perform the methods while referencing the book. The Intelligence score of the Read and Write test is the highest the character can get for their Intelligence score on the skill being performed.

Correspondence
Using this trick allows the character to write a letter that uses their Intelligence score like it was their Charm in a persuasion skill test.

Repair

This is a general skill of fixing the structure but not the workings of damaged equipment. This skill is used to restore SP to vehicles and items that have been damaged.

The difficulty of this process is an Agility difficulty based on the SP being restored. Equipment that has dropped below 0 SP has a difficulty of twice the SP that was lost to restore it to an SP of 1.
Attribute: Agility

Methods
Replace - Agility +1
In with the new.

Reinforce Agility +1
Shoring up for more strength

Cover Up - Agility +1
Covering a hole may be cosmetic or functional.

Build - Agility +2
Fabricating new parts.

Precision - Perception +1
Accurate cuts to fabricate new parts.

Level and Plumb - Perception +2
Making sure things are square.

Measure - Perception +1
Checking the size.

Clean - Perception +1
Removing debris helps in seeing what needs work.

Plan - Intelligence +2
Think things through first.

Connect - Intelligence +1
Attaching parts.

Cross Braced - Intelligence +1
Making structures more secure.

Tear Out - Strength +1
Out with the old.

Bend - Strength +1
Flexing parts to get them into place.

Pry - Strength +1
Using leverage to amplify strength.

Tricks
Check It
Using measurements and marks to make sure repair work is well built. This trick is required when there is a Perception difficulty on a Repair Challenge.

Smart
Brains are often required in repair tasks. This trick is required when there is an Intelligence difficulty on a Repair Challenge.

Muscle
Using brute force in the building process. This trick is required when there is a Strength difficulty to a Repair Challenge.

Riding

This is the skill to ride an animal and direct it where to go.
Attribute: Agility

Methods
Gallop - Agility +2
The animal running at full speed.

Height Advantage - Agility +1
When engaging opponents on foot.

Trot - Agility +1
Moving quickly but not full speed.

Charge - Strength +2
Using the speed of the animal to increase attack impact.

Tricks
Bareback
This trick must be employed if riding without a saddle.

Animal Attack
The rider has the animal attack using it's own Attributes and Methods.

Ropes and Knots

This skill is used to secure things with rope, cables or chains. It can also be used to untie knots.

The Agility score is the strength of the knot.
Attribute: Agility

Methods
Tight - Agility +1
Keeping each twist and turn tight.

Bend - Agility +1
A knot that joins two ropes or lines. i.e. Sheet Bend.

Bight - Agility +1
Folding a rope so the parts lie along each other.

Dress The Knot - Agility +2
Arranging the parts of a knot for strength.

Hitch - Agility +1
Attaching a rope to an object like a post or cleat.

Loop - Agility +1
When the rope forms a circle and crosses itself.

Tricks
Entangle
A rope chain or cable is thrown so as to tangle the target in the strand. If the rope thrower wins the Agility contest their target is tangled in the rope until they can beat the thrower's Agility score when the rope was thrown.

Noose
The knot can slide, automatically tightening itself as long as tension is applied to the opposite end of the rope. The strength of the knot becomes the

Strength score of the character or object pulling.

Lashing
Rope is used to securely attach two ropes or items. The strength of the attached items is equal to the character's Agility score.

Science

This is a knowledge of the natural world and the underlying principles that govern forces. Arithmetic methods can often be used in Science Intelligence tests.
Attribute: Intelligence

Methods
Theory - Intelligence +1
Modeling a concept may reveal ways to test predictions.

Logic - Intelligence +1
Following through a thought's progression step by step.

Principal - Intelligence +1
Applying scientific principle to a problem

Experiment - Intelligence +2
Testing an idea can reveal many things.

Examination - Perception +1

Close scrutiny can reveal details. This method requires close proximity to the study subject.

Monitor - Perception +1
Watching for an extended period can uncover unexpected behaviors. This method requires time to pass.

Probe - Perception +2
The character attempts to trigger a response.

Tricks
Observation
By watching measuring and recording the scientist is able to form theories and establish facts. This trick must be used to pass a Science perception challenge.

Swordplay

The use of the sword is an ancient practice that has many schools of thought. This skill represents a knowledge of some of them.

When an attacker is successful, the difference between the defender's Agility score and the Attacker's Agility score is the damage done to SP.
Attribute: Agility

Methods

Lunge - Agility +1
A quick stabbing attack.

Proper Form - Agility +1
Good form allows for quick and precise movements.

Parry - Agility +2
A defensive move that blocks an attacker's sword with a sword or other object with enough strength to endure the blow.

Riposte - Agility +1
A counterattack made after a parry.
Required: Parry

Disengage - Agility +1
Once an attack is made, the character moves away.

Overhead Blow - Strength +2 Agility -1
This clumsy attack is well suited for the strong.

Heavy Sword - Strength +1
This Method cannot be used with fencing foils or rapiers.

Brace - Strength +1
A parry that the swordsman prepares for a crushing blow.

Patience - Perception +2 Agility -1

The character waits to see what the other character will do before making a move.

Check Step - Perception +1
A footwork bluff of a half step and then moving a full step in the opposite direction.

Invitation - Perception +1
A bluff that makes it appear the character is not ready.

Tricks
Power Blow
This crushing blow requires that the defender separately beat the attacker's Strength score. Even if one character does damage with Agility, the character using this trick can do Strength damage at the same time. This trick uses the difference in the character's strength scores for damage.

Bluff
A bluff that makes it look like the fencer has opened up an avenue to strike but are in fact ready to counter the strike. Bluff requires that the opponent also beats the character's Perception score to do any damage.

Charge
The character rushes their opponent, eliminating the effect of the Bluff trick. As

a consequence however, if they fail the agility contest while this trick is in play regardless of other tricks in play, the rusher takes one more point of damage.

Follow Through
The character moves back so that they can avoid a powerful attack and then lunge when it passes. This eliminates the effect of the Power Blow trick but if they fail the Agility contest while using this trick they take one more point of damage by miscalculating and stepping into the attack.

Disarm
Instead of harming the opponent, this trick means that if the character wins the challenge, the opponent loses their weapon.

Tactics

This is a skill that shows a player knows how to out maneuver an opponent. This skill can be used individually or when a character is commanding a group.
Attribute: Intelligence

Methods
Terrain - Intelligence +1
Using terrain to gain the advantage.

Weather - Intelligence +1
Taking the weather into account.

Surroundings - Intelligence +1
Using resources available in the area to gain the advantage.

Discipline - Will +2
Many tactics require good discipline.

Scouting - Perception +1
Sending out members of a group to look around and ahead.

Watchman - Perception +1
Someone stays awake with the sole job of watching for trouble.

Keep Alert - Perception +1
Making the members of a group aware that there could be danger.

Tricks
Divide and Conquer
This trick is used to divide up groups of NPCs into smaller groups so their attribute scores and methods are less powerful. For every point of Intelligence score that the player using this trick has over the group's leader, the group is broken into that many smaller groups.

Ambush

This trick is used to surprise an opponent so that they are not ready. The amount that the tactician that plays this trick and the group he is in beats the Perception score of the opposing group is the number of turns the opposition can only defend.

Thief

This skill represents a general knowledge of how to move undetected and defeat security measures.
Attribute: Perception

Methods
Sneak - Perception +1
The character attempts to move quietly and out of sight.

Scope Out - Perception +1
The character looks around an area before trying anything.

Cover of Darkness - Perception +2
The character uses the darkness to obscure their actions. It must be dark for the character to use this method.

Misdirection - Perception +1
Getting others to look at unimportant things.

No One's Looking - Perception +1

Waiting for the right moment when no one is paying attention.

Feather Touch - Perception +1
A delicate and perceptive touch.

Quick as Lighting - Agility +1
Moving so quickly that others do not expect anything.

Ram - Strength +2
Running and slamming the body into an obstacle.

Kick - Strength +1
Using the strong leg muscles to apply force.
Shoulder - Strength +1
Leaning into an obstacle with the body's weight.

Tricks
Slight of Hand
        This trick allows the character to add their Agility score to their Perception score to do things supposedly in plain sight like pickpocketing or palming an item.

Smash
        This trick allows the character to add their Strength score to their Perception score to defeat a security system such as a lock, window, door or safe but subtracts from their perception score when trying to remain undetected.

Trains Velocycles and Airships

Vehicles in the steam era are sometimes a mere conveyance but often can be a wonder in themselves. Barriers between people were smashed by new steamships and railroads being laid down. A novel form of travel was often viewed with a mix of awe, whimsy and occasionally fear.

Steam Travel

For most people, travel was handled for them. Many rode the trains or steamships where they wanted to go but relatively few actually were involved in getting the ships and trains from place to place. For most characters travel will be like this. They board the vehicle and off they go. It's only those that make a living by transporting goods and people that concern themselves with the operation of most vehicles.

To start up a steam vehicle requires a Boiler skill Intelligence check with a basic difficulty of 5. Older or damaged boilers may have other difficulty ratings to start them up. If a boiler is left unattended for more than a half hour, it must be restarted.

Racing

When racing vehicles the character's are not competing directly against each other, they are mainly competing against the conditions of the course. Characters that are piloting the vehicle have to overcome changing difficulties. Other contestants on the course can block the path and must be out maneuvered. This is a character vs character contest.

On a straight away with an Intelligence difficulty of 1 the main concern is speed and so all the pilot's methods will be put into bringing out the power of a vehicle. Once the vehicle gets into a turn with an Agility difficulty of 3, the pilot now has to use methods that bring out the maneuverability of the vehicle. Other conditions that can alter the difficulties faced are things like a steep incline, obstacles to avoid and knowing the limitations of the vehicle.

The GM tracks how much the character beat the difficulty ratings for each leg. Positive values increase the total, Negative values lower the total. At any point, the character with the highest point total is in the lead.

When a character's race score is about to go above another character's, they need to pass. They must win a character vs character contest against the other pilot in order to do so or their score is capped at the other character's score.

Vehicles And Damage

Vehicles are only as important as the people in them. Vehicles assume the number of SP equal to that of the player and non player characters immediately on board. This is the Rider SP.

Some vehicles are built to be more resistant to damage these vehicles have an SP multiplier. The Rider SP is multiplied by the SP multiplier.

Why base a vehicle's resistance to damage on it's passengers? For one, the number of passengers indicates size of the vehicle but Steampunkfitters is

about the story being told. When a Player Character steps onto a vehicle, that vehicle is now more important to the story. If the arch villain is getting away in his airship, the get away is important to the story. The character imbues the vehicle with their importance.

Advanced Game Material
To repair vehicle damage, characters must overcome a difficulty rating equal to the damage in SP done to the vehicle. This difficulty rating should be split up into tricks by the GM. The damage can also be split between the body of the vehicle and it's drive system (usually a boiler).
When attacking a vehicle, the attacker can declare they are trying to damage it's boilers.

Heavy Guns

Naval and pirate ships made for combat usually will carry heavy cannon. The damage for these is based off the gunnery skill but the number and power of the guns on board will effect the damage done.

The Gunnery Skill damage is multiplied by the Gun Multiplier for that vehicle. If the vehicle has no Gun Multiplier then it has no offensive weaponry.

Vehicle Methods and Tricks

Vehicles may have their own methods and tricks that will affect one attribute. If the player can explain how they would use the Method or Trick in any skill contest and the GM agrees, it may be included in the character's five methods.

Methods
Steam Power - Strength +10
The character uses the power of the vehicle to overcome a task that requires raw power. This usually will be pushing pulling or lifting something but depends on the vehicle.

Escape - Agility +4
The character uses the speed of the vehicle to escape from an opponent.

Tricks
Flying
Having this trick means the vehicle is capable of flight.

Iron Hide
Some vehicles like trains and iron clad ships are immune to small arms fire.

Any damage is automatically reduced by ten (10) SP.

Inventions

Inventions in a steampunk setting can range from an advanced design to the fantastic. The role of technology is up to the players here. Steampunkfitters tries to start off at what could be a basic 19th century technology level and allows Player characters and NPCs can play the role of inventors. If the players wish to play further down this alternate time line they may. Whatever the desire, advanced and alternate technologies should play a prominent role in games.

Inventions are story elements more than just a piece of equipment. Inventions are described by words that are purchased with the Story Points that were spent in character creation and these give the invention it's qualities.

Most inventions are either laboratory accidents or they require a large investment of time and money and cannot quickly be reproduced unless the Reproducible or Replicating descriptions are purchased.

Invention Ideas

These are a few ideas for inventions.

Analytical Engine
Automobile
Clockwork Man
Submarine
Rocket
Ray beam
Airship
Creature
Teleporter
Time Machine
Invisibility
Serum

Small +1 SP
The invention is smaller than one would expect. It cannot act as a vehicle to humans.
All Strength Methods -3

Large 2 SP
The invention is larger than normal for this kind of device. It is strong enough to carry passengers.
Method
Large - Strength +4

Very Large 4 SP
The invention is extraordinarily large and powerful.
Method
Very Large - Strength +10

Fast 1 SP
The invention is extremely fast moving.
Method
Fast - Agility +3

Flying 3 SP
The invention can fly.
Method
Fight - Agility +3

Special Movement 3 SP
The vehicle has a special mode of travel such as underwater, underground, teleportation or time travel. This special movement is often useful for setting up the Ambush trick of the Tactics Skill.
Method
Special Movement - Perception +3

Living 1 SP
The device acts as if it is a living thing. It may be intelligent.
Acts as NPC
Intelligence +1

Hidden 1 SP

The invention is kept in a secret location.

Disguised 2 SP

The invention is designed to be difficult to detect or make the user difficult to detect.
Method
Camouflaged - Perception +2

War Machine 2 SP

The invention is made to do battle. The gun multiplier increases the damage from the gunnery skill. These bonuses can be stacked.
Gun Multiplier +5

Ram or Punch 2 SP

The invention is reinforced so it can cause damage by colliding with another object. The player can apply a War Machine Gun Multiplier to the Ram or punch but it must be a dedicated effect.
Trick - Impact

The Agility score of the impacting vehicle's pilot must be higher than the score of the defending pilot. Damage from impact is determined by the difference in Agility scores for the pilots plus the difference in Strength scores of the vehicles if the attacker's score is higher.

Deadly +4 SP

The invention proves to be deadly to those that use it over time.
Characters using the device cannot regain SP and loose one per game.

Durable 2 SP

The invention is well built and sturdy. This bonus can be stacked.
SP Multiplier +1

Armored 2 SP

The invention can use the Iron Hide vehicle trick. Any damage is automatically reduced by ten (10) SP.

Invincible 4 SP

The invention cannot be destroyed by normal means.
Impervious Trick - Characters must first meet an Intelligence challenge with a difficulty of 25 and a perception challenge with a difficulty of 15 before damage can be done to this invention.

Reproducible 8 SP

The invention can be made by the inventor as many times as needed.

Replicating 15 SP

The invention makes more of itself. This may be a quick process if the invention is small but takes longer and longer the larger the original is.

Complicated +1 SP

The invention is complex and difficult to use and repair even for the inventor.
Repairing this invention has base Intelligence difficulty of 20.

Out of Control +2 SP

The invention does not always follow what it is supposed to do.

Temporary Effect +3 SP

The invention only works for a short time before it must be recharged, wound up or reused in the case of rays or serums.

Rough Job +1 SP

The invention is functional but not pretty looking.
All Honor methods -1

Opulence 1 SP

The invention is pleasing to the eye and embellished with fine accessories such as ivory and gilded detail work.
Method
Opulence - Honor +3

Buy a Method 1-9 SP

Players can buy a method of their own design. One SP buys a method with a +2, while each additional SP spent buys another +1 up to a total of +10.

The method must be explained logically by the player for it to be acceptable.

Buy a Trick 1 or 4 SP

The invention can either reproduce a trick from the skills section that is already documented for 1 SP or the Player can construct their own trick for 4 SP.

How the invention performs the trick should be outlined by the player.

Buy an Attribute Bonus 3 SP

The invention gives a bonus of +1 to an attribute. These bonuses can be stacked but each one costs twice as much SP as the last.

How the invention gives this bonus should be outlined by the player. In cases where the invention acts as an NPC, the bonus is applied to the NPC.

Trade an Attribute 2 SP

The invention causes one Attribute to go up and another attribute to go down. This effect can be stacked with no increasing cost.

Buy a Skill 2 SP

The invention is designed to replicate a person carrying out a skill. Unless the invention acts as an NPC, the inventor must manually set what methods and tricks will be used.

Playing Inventions

Inventions can range from a mere device to a vehicle to an NPC. The player creating the device should discuss how they want the rules to apply to the invention with the game master.

A device is something that a character uses and usually offers Methods or Tricks for the player.

A vehicle follows the rules for vehicles but has special methods and tricks according to it's design.

A invention that acts as an NPC has attributes of it's own along with it's methods and tricks.

New Inventions

An invention can be generated when creating a character by picking the Invention event but they can also be created or improved by a character by spending SP. The invention can only have SP invested into it at a rate equal to the character's Intelligence attribute per year.

The Diabolical Flying Machine - Example Scenario

Introduction

All London is abuzz with the news of Doctor Dominic Diesheck's new flying machine. He claims he has invented a flying machine that is powered by lightning and is prepared to demonstrate it's abilities two days from now.

A large crowd is expected to be gathered for the event, upwards of ten thousand people.

The doctor's colleges have been interviewed in the paper and agree that Diesheck was never the most gifted scientist and they doubt the device will fly.

Dependent on the characters the players have created, how they become involved is up to the Game Master to determine.

Knighted or Royal characters can be given a letter from the King asking them to look into the claims of the doctor before the unveiling. The throne does not want an incident where the public is harmed by the invention.

Inventor or university characters may be asked to investigate by the university to avoid a public scandal linked to them.

Other types of characters could be brought in by other means, such as pure curiosity or a rival inventor hiring them to snoop on the doctor and get his secrets.

Dr. Dominic Diesheck

Story: 10	Agility: 1
Intelligence: 6	Perception: 3
Will: 1	Strength: 1
Honor: 2	Charm: 1

Skills
Read & Write
Arithmetic
Science
Gunnery

Personal Code
Scientific Rigor

Act 1 - Foul Play

If the PCs investigate the doctor's reputation or inquire about him at the university they will find out that he was know for his work in radio waves for which he was competent but had never before expressed an interest in flight. He proved unpopular at the university for being disagreeable on most subjects.

They will discover that the doctor has been working out of a hanger in an airfield just outside London. On investigating the PCs will find that the hanger he is working in is guarded by several large thugs. The airfield managers will tell the PCs that the doctor has forbidden them from going near the hanger and to message him by a radio transmitter that he designed if there are any deliveries for him. The radio is a large walkie talkie.

To get a closer look, the PCs will have to sneak by or knock out the goons.

3 Goons

Story: 1	Agility: 2
Intelligence: 1	Perception: 2
Will: 3	Strength: 3
Honor: -2	Charm: 1

Skills
Thief
Begging
Foraging

Fisticuffs

Once the players get up to the hanger, there is a small dirty window that they can look inside the hanger. They will immediately witness a murder. Another large man is inside the hanger fires a revolver at a man in a lab coat who falls to the ground.

In the hanger is a large, vaguely domed object about 30 ft around that is covered in tarpaulins. Another large object, also covered up sits next to it.

The doors to the hanger are barred shut from the inside. If they try and get into the hanger, they will have to pass a Thief skill challenge with a difficulty of 10 perception and an Agility difficulty of 5. PCs can work together on this to beat the difficulties.

The proper thing to do would be to go and get the constables or the PCs can take things into their own hands. If the PCs roughed the goons up they will have gotten back up by the time they get back. They will report that they were attacked to the constables so players will have to deal with this situation or be hauled off to prison themselves.

Act 2 - The Hanger

By the time the PCs get into the Hanger, either by themselves or with the constables the body is gone and the doctor is in the hanger with the killer. The doctor will berate anyone that enters. If anyone is too persistent or tries to look around the doctor will tell the killer to "Let them out." He will run to a door and open it.

Several people are standing behind the door with blank faces until the doctor shouts "Get them!" pointing at the PCs at which they rush out. There are twelve of these sub-human creatures that will attack. The constables if any will run immediately.

12 Sub-Humans

Story: 2	Agility: 1
Intelligence: -3	Perception: 1
Will: 5	Strength: 4
Honor: 1	Charm: 1

They will try to mob the characters and subdue them. Instead of using any kind of skill, the Sub-humans work as a group. A group of them can beat a PC's agility by adding up their individual agility scores until they outmatch a PC's agility score.. The PCs can use any appropriate skill's methods and tricks to boost their Agility scores.

If a character is captured they are tied up. As each character is subdued, more Sub-Humans can attack each character making it harder and harder to escape.

Any characters that remain will hear the doctor say "I'd use the ray on them but theres no time, I must connect it to the flying machine." The PCs will be put in the room the Sub-Humans came from with the Sub humans. Once the door is shut they will stare blankly and not respond to anything. Even if a character frees themselves and physically jars them they will not respond. The door to the room has been locked and barred from the outside. Escaping from the ropes is a Ropes @ Knots skill challenge, with an Intelligence difficulty of 8. Escaping from the hangar is a Thief skill challenge with a difficulty of 12 perception and an Agility difficulty of 5.

Act 3 - The Army

If the characters escape they can contact the authorities. If no characters escape, the constables will make a report. The crown will respond by sending an army company (100+ men) the next day. The army will approach the hangar and demand the doctor surrenders. If any PCs are still tied up they will not know what is happening other than some vague noises.

The hanger will begin to shake and a loud bang is heard. The flying machine, smashes though the roof of the hangar. It is a rotating disk with some kind of mirrored dish on an armature below. When this happens, if any PCs were captured, the room they are held in falls apart and they can escape.

The dish emits a ray that bathes the army men in a green glow. Their faces go blank and their arms grow limp. The ray doesn't hit everyone, the PCs and a Captain of the army can escape. If the players try to attack the flying disk the doctor will use the following Methods in combat. The GM may adjust these as needed.

1. Iron Hide - Vehicle Trick
2. Flight - Vehicle Trick
3. Elevation - Gunnery - Intelligence +1
4. Calculation - Arithmetic - Intelligence +1
5. Target Infantry - Gunnery Trick

The Army has no field guns with them so they will not be able to harm the flying machine with their small arms. If the players have equipment that can damage the vehicle he will try to adjust his methods to defend. Otherwise he will order the army to defend the airfield and any that were hit with the ray (about 80 of the 20) will follow his orders.

The Flying Machine
Large
Fast
Flying
Armored

The Mind Control Ray
Trade an Attribute - Intelligence -3
Strength +3
The invention causes one Attribute to go up and another attribute to go down.
Buy a Trick - Mind Control
The ray allows the user to take control of any that are reduced to 0 SP by it. The resulting creature gets a Story of 2.
War Machine - Gun Multiplier x5

The remaining soldiers (approximately 20) will scatter from the airfield but will regroup a short distance away from it. There are several airships in the airfield that could be commandeered but the soldiers do not know how to fly it. They also still don't have any field guns to arm an airship with. If they ask the manager of the airfield he will be angry at Dr. Diesheck for wrecking his hangar. He has a small field gun with a gun multiplier of 2 that can be mounted to an airship.

Wrap Up
Once the flying machine is defeated the hanger can be fully investigated. The body of the murder victim in the first act is found, he was an assistant to the doctor and changed his mind about supporting him. A letter is found on his person that says the doctor has gone mad and should be put in an asylum.

The blueprints for the flying machine and the mind control ray are highly advanced. Far more complex than the doctor should have been able to design himself.

Inside the hanger is a bizarre radio set. With an intelligence difficulty of 12 a character can determine that it seems to be some kind of etheric radio. If it is turned on, a monstrous voice will answer and assume whomever is speaking is the doctor unless tipped off. The deep warbling grumbling voice asks, "Have you subjugated them? You are early." if the PCs string the voice along and say yes, it will respond "Good, the invasion of earth can begin! Well done King of the Earth." The Martians are coming!

Player Name: Age:

Character Name:

Gender:

Personal Code

Events

Skills

Equipment

Story: Perception:

Intelligence: Strength:

Will: Charm:

Honor:

Agility: